

UNIVERSAL

COSMIC SERIES

HOUER ZERO

*Shoot down the enemy
as it attacks you from among
the meteorites!!*



EXPANDS THE WORLD OF PLAY

UNIVERSAL

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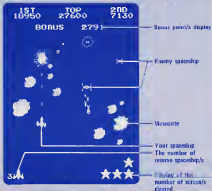
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COSMIC SERIES

HOLDER

ZERO

SCREEN



HOW TO PLAY

- Measure the Spaceship "ZERO" in 8 directions by working the lever and destroy meteorites flying from the innermost space by using the magazine beam gun.
- Shooting a red meteorite awards a quadruple score.
- When a certain period of time passes from the start of the game or if you hit the enemy's spaceship while dodging the flickering barrier, they will counterattack you while launching missiles.

When you have shot down the ensuing 8 enemy spaceships one after another, a launching pad will appear below. So, carefully land your spaceship on the pad by working the lever. If you succeed in landing, you are additionally awarded a bonus point. Good luck in your play!

TABLE TYPE

Dimensions

550 m/m (D)
842 m/m (W)
650-850 m/m (H)

▽ 95-1859

Power requirements

AC 100V/115V/230V
50/60Hz
140W

SPECIFICATIONS

UPRIGHT TYPE

Dimensions

800 m/m (D)
640 m/m (W)
1750 m/m (H)

▽ 95-1653

Power requirements

AC 100V/115V/230V
50/60Hz
180W

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